

**KWANTLEN University College /
British Columbia Institute of Technology B.C.I.T.
New Media Design and Technology (NMDT) program**

Course Outline

Discipline: Applied Design

Course Number: MDIA 6403

College Credit: 3

Descriptive Title: Sculpture and Modelling

Calendar Description:

This course provides the student with the opportunity to explore multiple three dimensional media and their conversion to the digital environment.

Authorization:

Course Designer: Lycia Trouton

Chairperson: Barbara Duggan

Date approved by college: September 1997

Implementation date: October 1997

Academic Information

Pre-requisites: Kwantlen University College Graphics and Visual Design Program Diploma

Transfer Status:

SFU
UVIC
UBC
Other

Required for the following certificates, diplomas:

New Media Design and Technology – Advanced Specialty Certificate Program

Instructional Methods:

Class Size: 11 students

Lecture: 1 hour per week

Studio: 2 hours per week

Field Experience: 3 hours

Duration: 12 weeks

Resource Materials:

- 1) recommended textbook: To Be Determined
- 2) recommended reading: class hand-outs
- 3) Basic Tool Kit
- 4) Appropriate Clothing and Safety Equipment or Protection for Studio Environment
- 5) Additional Materials as per assignment.

Course: MDIA 6403

NMDT program

Evaluation:

Evaluation Scheme will resemble the following:

Sculptures:

Figurative Assignment: 15 %

Found Object Assignment: 15%

Model Assignment (major project in teams): 20%

**Computer Generated manipulation of sculptures: each assignment:
10% (total 30%)**

Interpretation of Visual Effects: 10 %

Participation / Discussion / Working Methods: 5 %

Artistic Vision and Creative Control: 5 %

TOTAL: 100 %

Objectives:

Upon successful completion of this course, students should be able to demonstrate:

- 1) an overview of the visual effects aspects and requirements of the entertainment industry.
 - 2) Exploration of sculptural techniques and how they compare / relate to computer generated imagery
 - 3) Increased understanding of the conceptual and expressive potential of sculpture (within the requirements for translation to the digital environment)
 - 4) To understand the translation of three dimensional objects into film / video or for computer graphics techniques.
 - 5) An increased ability to develop, analyse and create ideas/imagery in three dimensions for the needs of the entertainment industry.
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Course Content:

This course expands upon the students' knowledge of design and art, through a focus on sculpture for the needs of the media industry. Students will gain an understanding of the methods of producing sculpture for the entertainment industry, for visual effects and for some special effects. Students will take responsibility for their productions through research, conceptual drawing, exploration of various technical processes, translation into digital format (CG), critiques and simulated professional assignments and/or situations.

Technical Processes:

- 1) modelling a sculptural bust in various materials
- 2) manipulating assemblage etc. (a found object) into an animated object through sculptural and three dimensional computer graphics techniques.
- 3) Model building for the industry
- 4) Material exploration for visual effects (i.e. skin surfaces).

Methods:

- 1) directed individual and group assignments
- 2) lectures, critiques, demonstrations, visual presentations, guest lectures, visits to studios/facilities, reading material(s) and discussion.

"New Media Design & Technology" **Advanced Specialty Certificate Program**

The New Media Design & Technology Certificate program will provide technical training to 10-15 students who have completed the Kwantlen Design Program (3 year) and/or individuals with the required intake qualifications. The first intake starts September 29, 1997 and ends **January 23, 1998** for a total program length of seventeen weeks. This one term pilot project will be repeated in January 1998 term to provide training to an additional 10-15 participants, for a potential total of 30 students in the next academic year.

The objective of the program is to prepare students to apply developed design skills using computer based technology. Graduates of the program will be employed in the entertainment industry (including film production, video game development and post production.)

This is a "block" registration certificate program and courses are not open to the public. Student will be eligible for financial aid once full approval for the program is in place. Total cost of the one term program is \$5000.00.

Applicants must complete a screening process prior to full acceptance, which will require:

- design skills/diploma
- critical thinking/problem solving
- marketing skills
- project management/teamwork
- drawing skills/craft skills/presentation
- communication skills, oral and written
- business management fundamentals
- computer skills, Photoshop, Illustrator, Freehand, PageMaker, Quark, 3D Modeling Studio Pro

Following is the course list for the program:

MDIA 5401	Microsoft Softimage 3D Introduction
MDIA 5404	Alias PowerAnimator
MDIA 5408	Entertainment Industry
MDIA 5409	IRIX/PC/Mac Operating System
MDIA 6400	Practicum
MDIA 6401	Microsoft Softimage 3D
<u>MDIA 6403</u>	<u>Sculpture and Modelling</u> (transfer course requirement from Kwantlen) <u>TROUTON</u>
MDIA 6406	Advanced Photoshop & Illustrator
BCST 1165	Video Editing

**All classes* will be held at BCIT Downtown Training Centre
555 Seymour Street**

** with the exception of MDIA 6403 to be held at Kwantlen College*


Dated August 26-97

New Media Design & Technology

Advanced Specialty Certificate Program

September 29 - January 23, 1998

Timetable: Fall Term 1997

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
AM	BCST 1165 Video Editing Lab all day		Alias Lab Time	MDIA 5409 IRIX/PC/Mac Operating Syst. Time t.b.a.		BCST 1165 Video Editing Lecture 9:00-12:00	MDIA5401/6401 Softimage all day
PM	↓		Softimage Lab Time		MDIA 6406 Photoshop Oct 02-Dec 04 1:00-4:30	MDIA 5408 Entertainment Industry 2:00-4:30	↓
EVE			MDIA 6403 Modelling & Sculpture (held at Kwantlen)	MDIA 5404 Alias Power Animator 5:30-9:00			

Dated: August 28/97 and subject to change.

Student Questionnaire
Course: SCULPTURE FOR NEW MEDIA (FALL '97)
Instructor: Lycia Trouton

Rating Scale: A=Strongly Agree to E=Strongly Disagree

1. Our instructor is prepared and organized.

Has a good outline of what is to be accomplished each week and has many handouts & examples that help

A	B	C	D	E

2. Our instructor explains/demonstrates/illustrates the subject well.

She has a great link to the industry and is able to keep the subject matter on track - Most of our sculpture skills we were able to learn ourselves and apply from other experiences

A	B	C	D	E

3. Our instructor motivates us to learn.

She is energetic about our projects and shows an interest in what areas ~~we~~ of the industry we like (tries to accentuate them)

A	B	C	D	E

4. Our instructor cares about students and their learning.

She was great about getting us hands on experience via fieldtrips, and was actively pursuing possible practicum options through some of her contacts

A	B	C	D	E

5. Our instructor's evaluation of our learning is helpful and fair.

She is a little opinionated towards our work, but this is because she knows how things are done in the industry & what is standard/expected - I found this helpful!

A	B	C	D	E

Student Questionnaire
Course: SCULPTURE FOR NEW MEDIA (FALL '97)
Instructor: Lycia Trouton

Rating Scale: A=Strongly Agree to E=Strongly Disagree

6. What does your instructor do well?

Great touch with industry, excellent choice
of field trips to give us a better understanding
of what's going on around town.

A	B	C	D	E

7. How could your instructor improve?

If giving a proper 3D studio, she could
probably give us better understanding of
varried modeling / sculpture techniques (with
different materials)

A	B	C	D	E

8. Did you gain an understanding of how sculpture/modelling relates to Computer Graphics and Visual Effects?

some of it I knew from before, but doing a research
project on the topic allowed me to explore
even further

A	B	C	D	E

9. Were the field trips and guest speakers helpful? If so, how?

DEFINATELY!!! — Provided "grounded" facts
with theory applications learned in class.
Allowed us to ask the questions we wanted
to, learn about how people got into the
industry, and see what kind of work is
being done (how & where).

A	B	C	D	E

Student Questionnaire
Course: SCULPTURE FOR NEW MEDIA (FALL '97)
Instructor: Lycia Trouton

Rating Scale: A=Strongly Agree to E=Strongly Disagree

1. Our instructor is prepared and organized.

A	B	C	D	E
	X			

2. Our instructor explains/demonstrates/illustrates the subject well.

A	B	C	D	E
X				

- She's very knowledgeable about her field which gave us a better insight, & understanding of what to achieve/learn.

- Could give us more insight into how ~~she~~ her process of work goes.

3. Our instructor motivates us to learn.

A	B	C	D	E
	X			

4. Our instructor cares about students and their learning.

A	B	C	D	E
X				

- Most definately, we all appreciate the amount of time she spent helping us w/ projects and also providing other sources of practicums/field trips. She goes out of her way to see us through!

5. Our instructor's evaluation of our learning is helpful and fair.

A	B	C	D	E
	X			

Rating Scale: A=Strongly Agree to E=Strongly Disagree

6. What does your instructor do well?

- provides contacts.

- good insightful info.

- caring / sensitive to what we need to learn etc.

A	B	C	D	E
X				

7. How could your instructor improve?

- organization of field trips. I realize this was ~~our~~ the prototype NMDT class, & it will change to be more organized.

- Arrange w/ other instructors to have time for field trips out of class.

A	B	C	D	E
		X		

8. Did you gain an understanding of how sculpture/modelling relates to Computer Graphics and Visual Effects?

- Yes, it gives us an actual 3D understanding of 3D models etc.

- e.g. surface definition, how we look at our models. etc.
~~3D sculpture etc.~~

A	B	C	D	E
X				

9. Were the field trips and guest speakers helpful? If so, how?

- Definitely, insightful & revealing to us & once we ~~go~~ into the "Ent. ind."

A	B	C	D	E
X				

10). Was the amt of homework appropriate?

- ~~I~~ I think if our program was longer, it would have been appropriate!

Student Questionnaire
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Rating Scale: A=Strongly Agree to E=Strongly Disagree

1. Our instructor is prepared and organized.

She has been prepared w/
all the materials we need.
plus an addition info we need.

A	B	C	D	E
✓				

2. Our instructor explains/demonstrates/illustrates the subject well.

A	B	C	D	E
	✓			

3. Our instructor motivates us to learn.

A	B	C	D	E
	✓			

4. Our instructor cares about students and their learning.

very involved & resourceful.
Sets up opportunities for us
to gain first hand knowledge
of the industry

A	B	C	D	E
✓				

5. Our instructor's evaluation of our learning is helpful and fair.

She is critical yet fair
she makes helpful suggestions
for possible solutions.

A	B	C	D	E
	✓			

Student Questionnaire

Course: SCULPTURE FOR NEW MEDIA (FALL '97)

Instructor: Lycia Trouton

Rating Scale: A=Strongly Agree to E=Strongly Disagree

6. What does your instructor do well?

- sets up speakers & field trips
- fair evaluations

A	B	C	D	E
	✓			

7. How could your instructor improve?

- have us combine modelling more w/ computer animation

A	B	C	D	E

8. Did you gain an understanding of how sculpture/modelling relates to Computer Graphics and Visual Effects?

A	B	C	D	E
		✓		

9. Were the field trips and guest speakers helpful? If so, how?

- yes. it gave us a reality check of what the industry is like the ups & downs to give us an understanding of what we will be doing.

A	B	C	D	E
	✓			

5. Our instructor's evaluation of our learning is helpful and fair.

- She is critical yet fair
- she makes helpful suggestions for possible solutions

A	B	C	D	E
	✓			

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2. Our instructor explains/demonstrates/illustrates the subject well.

A	B	C	D	E
	✓			

3. Our instructor motivates us to learn.

A	B	C	D	E
	✓			

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she makes helpful suggestions
for possible solutions.

A	B	C	D	E
	✓			